

**AMENDMENTS TO THE ABSTRACT:**

Please amend paragraph 2 on page 32 to read as follows:

**[ABSTRACT]****-- ABSTRACT OF THE DISCLOSURE --**

Please amend paragraph 3 on page 32 through the end on page 33 to read as follows:

A method and system for communication between server-less computing devices or clients in computers communicating over networks, such as the World Wide Web (WWW) using stateless protocols, e.g., HTTP. In this scheme, there are two classes of clients which can operate independently or can be combined in computers communicating over the network: a) [C]clients that issue commands and request status or data, and b) clients [which] that function as service brokers for provid[e]ing services and processing commands, updating status and providing specific data[. Based on the description of the latter client device it would] - resemble[e]ing a server device but without accessible TCP/IP ports. Each service providing device is authenticated, retains a unique identity and establishes a soft state with the globally accessible server or servers. All devices and clients can compile and process a globally common command language established between all communicating network clients. The central server includes a CGI processing program and a database to retain client specific information. The server database represents a collection of queues, each having a